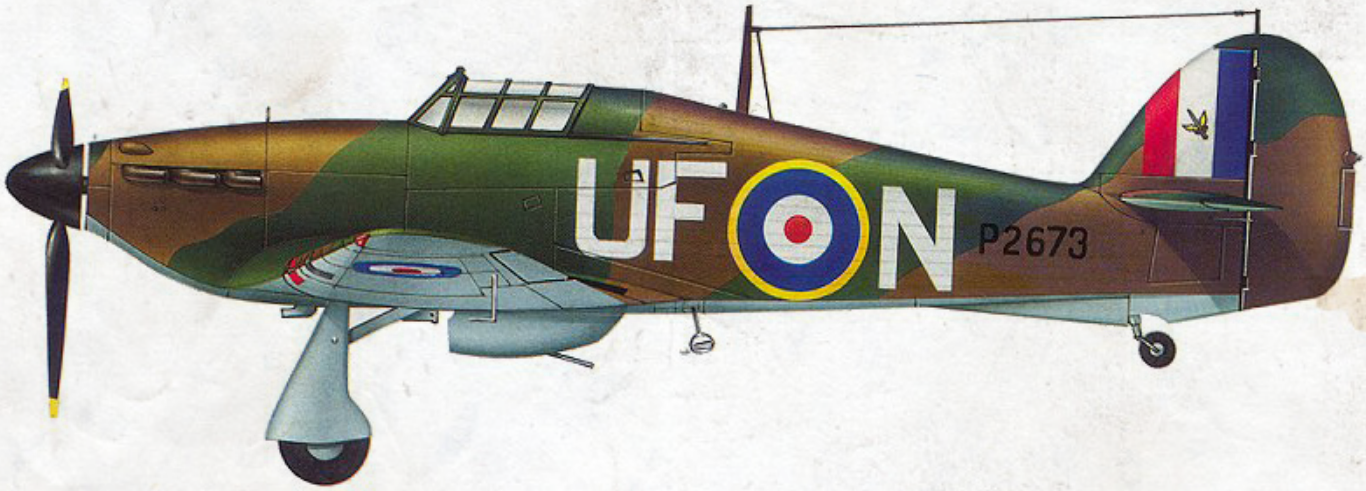
SECRET R.A.F. Form 8421

Aircraft Type **Hurricane Mk I.** Aircraft Identification Number .....



Damage ☐ ☐

Ammunition ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Special rules
It gets +1 to basic Shooting (i.e. when not tailing an opponent); the effect of its eight machine guns.

SECRET R.A.F. Form 8422

Aircraft Type **Spitfire Mk I.** Aircraft Identification Number .....

Damage ☐ ☐

Ammunition ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Special rules
It gets +1 bonus to Piloting when trying to tail an opponent or shake him off; this is thanks to the aforementioned manoeuvrability and great turns.

Geheim! **Ausweis nr. 456/JD**

Flugzeug **Messerschmitt Bf 109E** **Identifikationsnummer** .....

Beschädigung ☐ ☐

Munition Maschinengewehr ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ **Munition Maschinenkanone** ☐ ☐ ☐

Sonderregeln

Aside of machine-guns, Messerchmitts also have three cannons, one mounted in the centre of the propeller and two on the wings. These cause 2 damage instead of the typical 1, meaning they shoot down an interceptor in a single hit. The aircraft carries 3 points of cannon ammunition and can shoot them only when tailing an opponent. (It can shoot the machine guns at any time.)

Geheim! **Ausweis nr. 456/D**

Flugzeug **Messerschmitt Bf 110C** **Identifikationsnummer** .....

Beschädigung ☐ ☐

Munition Maschinengewehr ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ **Munition Maschinenkanone** ☐ ☐ ☐ ☐

Sonderregeln

It has two heavy cannons (see Bf 109E) with 4 points of ammunition.
It has a tail machine gun that can shoot (no bonuses) at anyone who targets an action against the aircraft.
It gets a -4 penalty to Piloting when performing actions, being heavy and difficult to handle.